

## AMENDMENTS TO THE SPECIFICATION

*Please amend the paragraph [0005] beginning on page 2, as follows:*

[0005] Also, by utilizing a content (hereinafter, GUI content) e.g., Macromedia Flash(trademark) which realizes a GUI of two-dimensionality (e.g., a vector graphics) or three-dimensionality (e.g., a polygon), and the player (hereinafter, a GUI player), for reproducing such GUI content, it becomes possible to realize a GUI that is visually expressive.

[Patent Document 1] Japanese Laid-Open Patent Publication No. 7-512576 9-506191.

[Non-Patent Document 1] "Design Patterns For Object-Oriented Software Development" by Wolfgang Pree, Toppan, 1996.

[Non-Patent Document 2] "Design Patterns: Elements Of Object-Oriented Software Architecture" by Erich Gamma et al., Softbank, 1995.